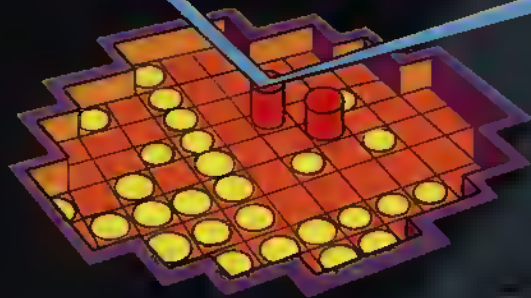


# REACTOID



**Radio Shack**

**TRS-80**



**COLOR  
COMPUTER**

## LIMITED WARRANTY

RADIO SHACK Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, participating Radio Shack franchisee or Radio Shack dealer along with the sales document.

Except as provided herein, RADIO SHACK MAKES NO WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

## RADIO SHACK SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the RADIO SHACK Software on one computer, subject to the following provisions:

- A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
- B. Title to the medium on which the Software is recorded (cassette and/or diskette) or stored (ROM) is transferred to CUSTOMER, but not title to the Software.
- C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on one computer and as specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
- D. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of one computer with the Software, but only to the extent the Software allows a backup copy to be made.
- E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the original CUSTOMER specific legal rights, and the original CUSTOMER may have other rights which vary from state to state.

# Reactoid

**Radio Shack®**

A DIVISION OF TANDY CORPORATION  
FORT WORTH, TEXAS 76102

Reactoid Program:  
©1983 Robert Arnstein  
Licensed to Tandy Corporation  
All Rights Reserved.

All portions of this software are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited. The license for using this software is printed in the front of this manual.

Reactoid Program Manual:  
©1983 Tandy Corporation  
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

10 9 8 7 6 5 4 3

## introduction

It's an evening in the late 1990's. Everything is running smoothly at the government's top-secret, experimental power station—the brainchild of Professor Albert Arnstein. The plant is silent except for the low, steady hum of the world's first nuclear fusion reactor. The operation of the reactor is controlled by a sophisticated network of computers. Your job is to monitor these computers.

The core of the reactor is surrounded by particle-emission tubes. These tubes release energy particles, which produce power when they strike the energy posts in the center of the core. Perhaps the most remarkable aspect of the production of energy at this reactor is the computer-driven reflectoid, which directs the particles to the energy posts.

**Note:** REFLECTOID (ri flect' oid') n. 1. Solid energy deflection device, controllable from a remote location. 2. Device for changing the direction of both massless and massed energy particles.

Tonight, the primary computer-guidance system has broken down. This is not a serious occurrence, as the backup system can maintain the plant's operation. That's odd—the secondary system seems to be faltering as well. You prepare to engage a third system, the final backup. There is no response as you flip the switch!

Without the guidance of the reflectoid, energy particles will hit other particle-emission tubes and will eventually melt the core of the reactor.

To ensure the continued production of much-needed energy, you must stop the self-destruction of this amazing, expensive prototype. You must prevent meltdown. Take manual control of the reflectoid immediately.

## **Required Equipment**

A TRS-80\* Color Computer with at least 16K RAM

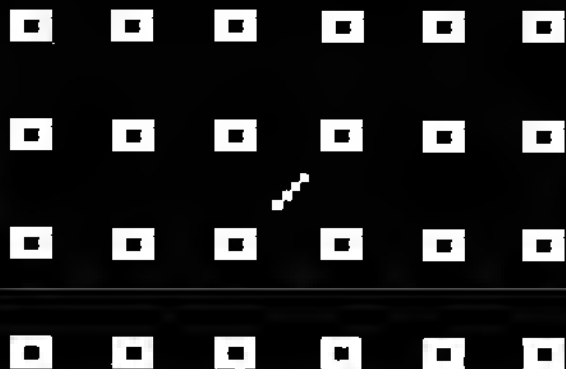
A standard television (color television recommended)

Joysticks

## Loading Instructions

1. Before inserting or removing a Program Pak™ ROM cartridge, make sure the computer is OFF. Failure to do so may result in damage to the Program Pak.
2. Connect the Color Computer to the television set and move the antenna switchbox control to Computer (or Game). See your TRS-80 Color Computer Operation Manual for further details regarding connections.
3. Plug the joystick into the left jack on the back of the computer.
4. Insert the Reactoid Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but don't force it.
5. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer. The screen shows the name REACTOID. If you like, you can choose the color of the game. To change the color set, hold down **CLEAR** while you press the RESET button on the back of the computer. For yet another color set, hold **SHIFT** and press RESET.
7. To begin the game, press the fire button on the joystick.

# MELTDOWN



KW

O



I



## Playing Tha Gama

The screen shows the reactor's core: The particle-emission tubes, partially protected in their cells, surround the rectangular energy posts. If you begin the game with the joystick straight up, the reflectoid appears at the center of the screen. The bottom of the screen shows the score, in kilowatts. (KW = 0 at the start of the game.) You have three turns per game. However, a bonus turn is awarded after three rounds. The bottom right corner of your screen shows the round number and your "spare" reflectoids.

Hovering over your view of the core is one threatening word—MELTDOWN. The first letter is already glowing, a grim reminder of the dangers ahead.

The joystick moves the reflectoid around the reactor's core. The fire button on the joystick changes the angle of reflection. You have one chance to reflect each particle into a post. If you misdirect a particle and then try to hit it a second time, it passes right through the reflectoid.

When you hit a post for the first time, it lights up and produces 25 kilowatts. A particle may hit a post more than once, producing 10 kilowatts for each subsequent hit. You must light up all the posts to get to the second round.

When you miss a particle, it hits the wall or a particle-emission tube. A particle that hits the wall produces no power and causes no damage. If the particle hits and melts a tube, one of the letters in MELTDOWN lights up. If seven tubes melt, the last letter of MELTDOWN lights, and the core of the reactor melts away. At the end of a turn, each letter of MELTDOWN that's not lit adds 25 kilowatts to your score.

Once a turn or a round is over, the melted tubes are repaired. Press the fire button on the joystick to try again. At any point during a turn, press **(R)** to reset the game.

The tubes emit one particle at a time in round 1, two particles in round 2—and so forth. As you advance, the score is multiplied by the round number. For example, in round 2 you are awarded 50 points for each unlit post you hit, 20 points for each lit post you hit, and 50 points for each unlit letter in MELTDOWN.

Good Luck!

## Scoring

Lit post—10 X round number

Unlit post—25 X round number

Unlit MELTDOWN letter—25 X round number

**RADIO SHACK, A DIVISION OF TANDY CORPORATION**

**U.S.A.: FORT WORTH, TEXAS 76102**

**CANADA: BARRIE, ONTARIO L4M 4W5**

---

**TANDY CORPORATION**

---

**AUSTRALIA**

**91 KURRAJONG ROAD  
MOUNT DRUITT, N.S.W. 2770**

---

**BELGIUM**

**PARC INDUSTRIEL DE NANINNE  
5140 NANINNE**

---

**U. K.**

**BILSTON ROAD WEDNESBURY  
WEST MIDLANDS WS10 7JN**